

FIGURE 1

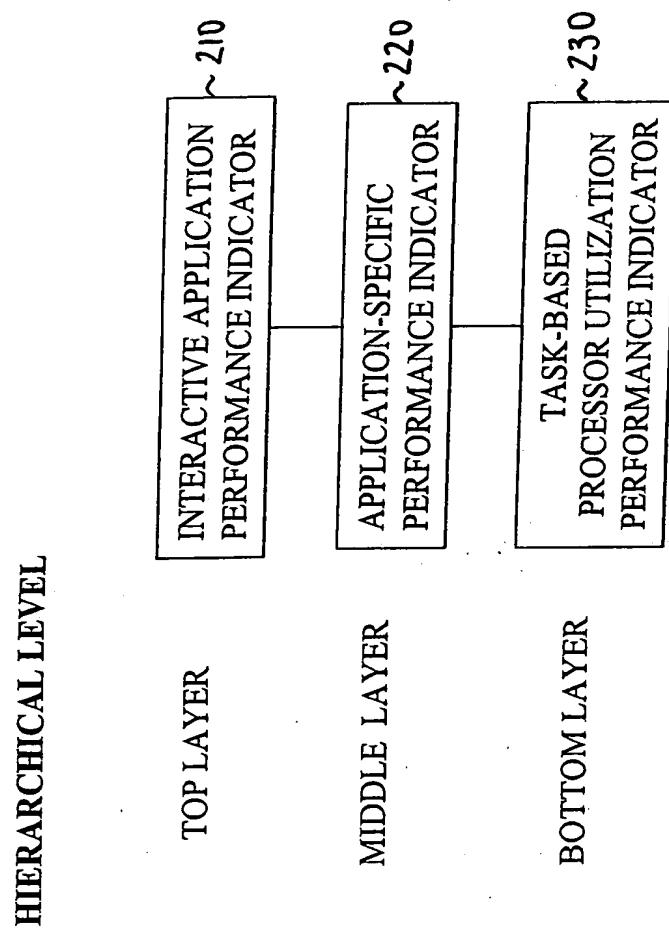


FIGURE 2

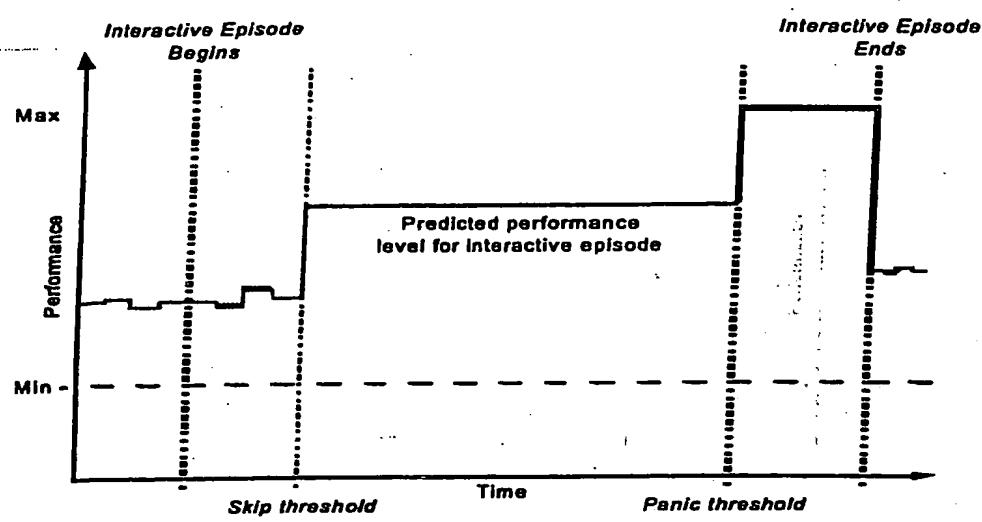


FIGURE 3

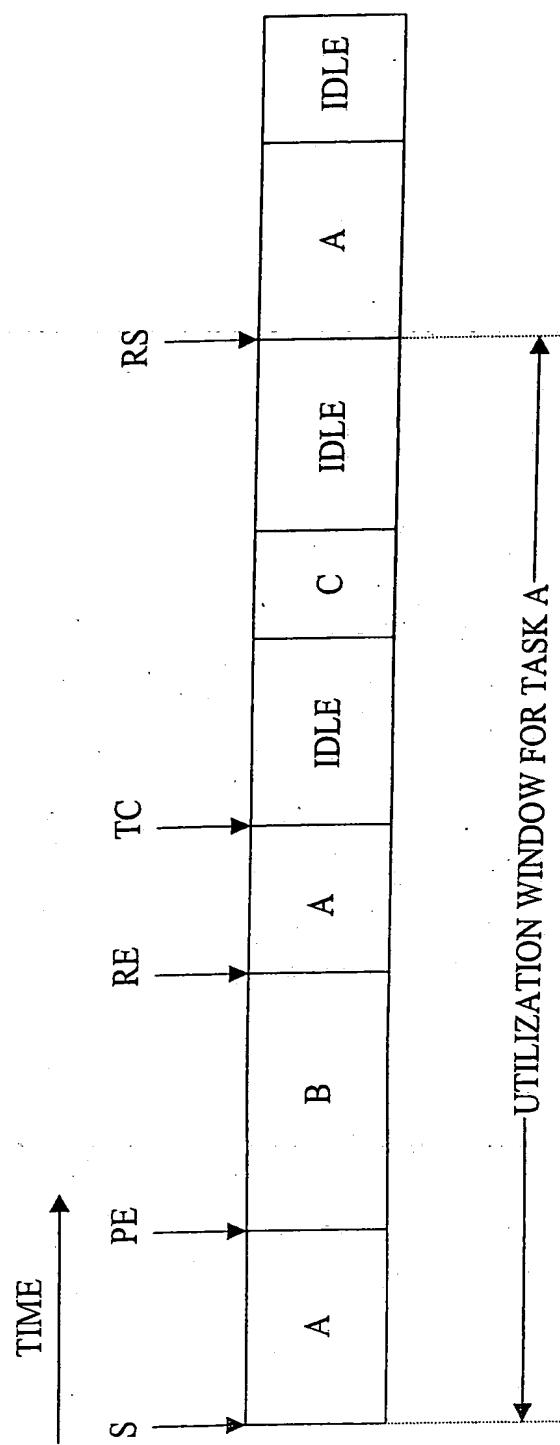


FIGURE 4

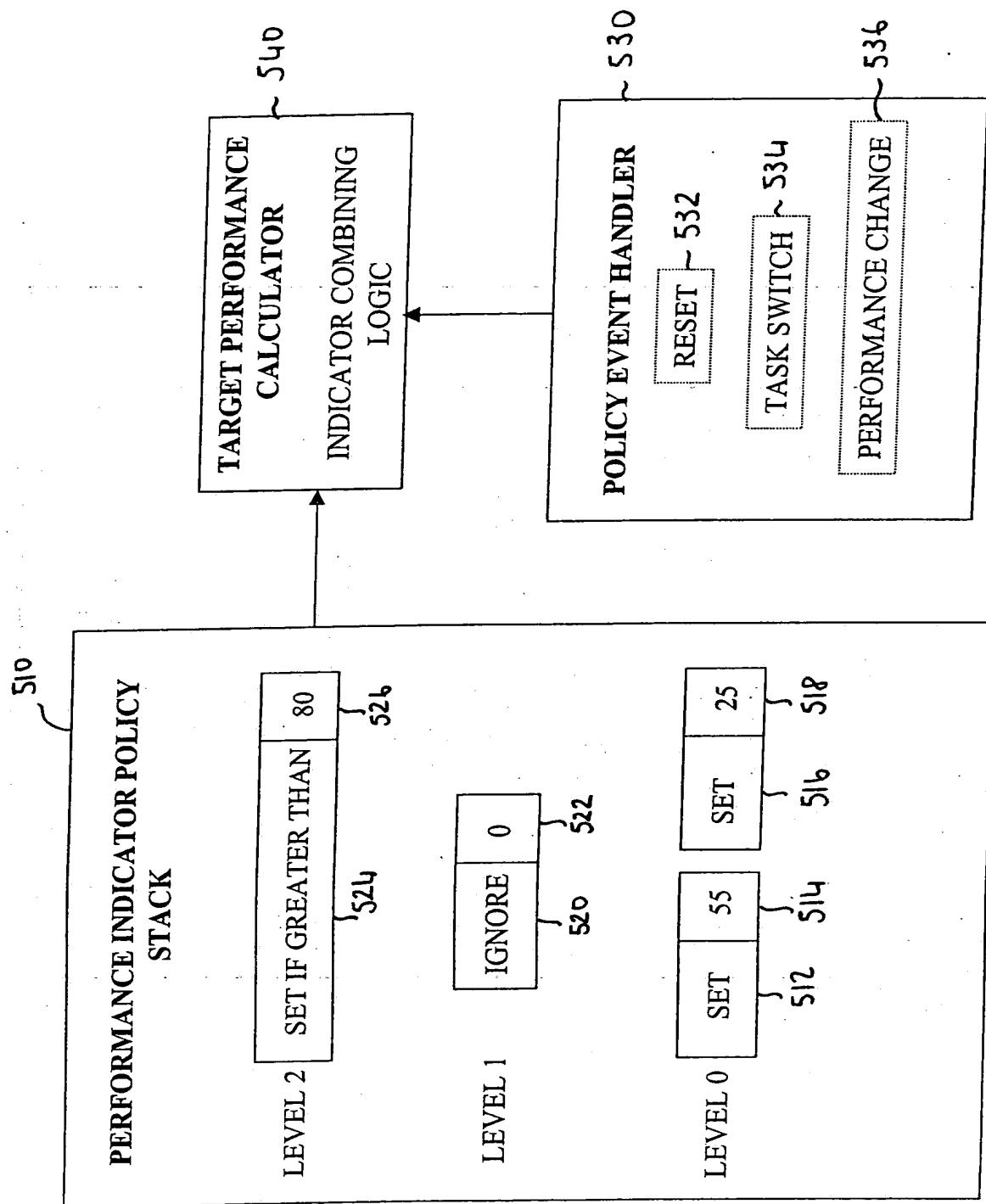


FIGURE 5

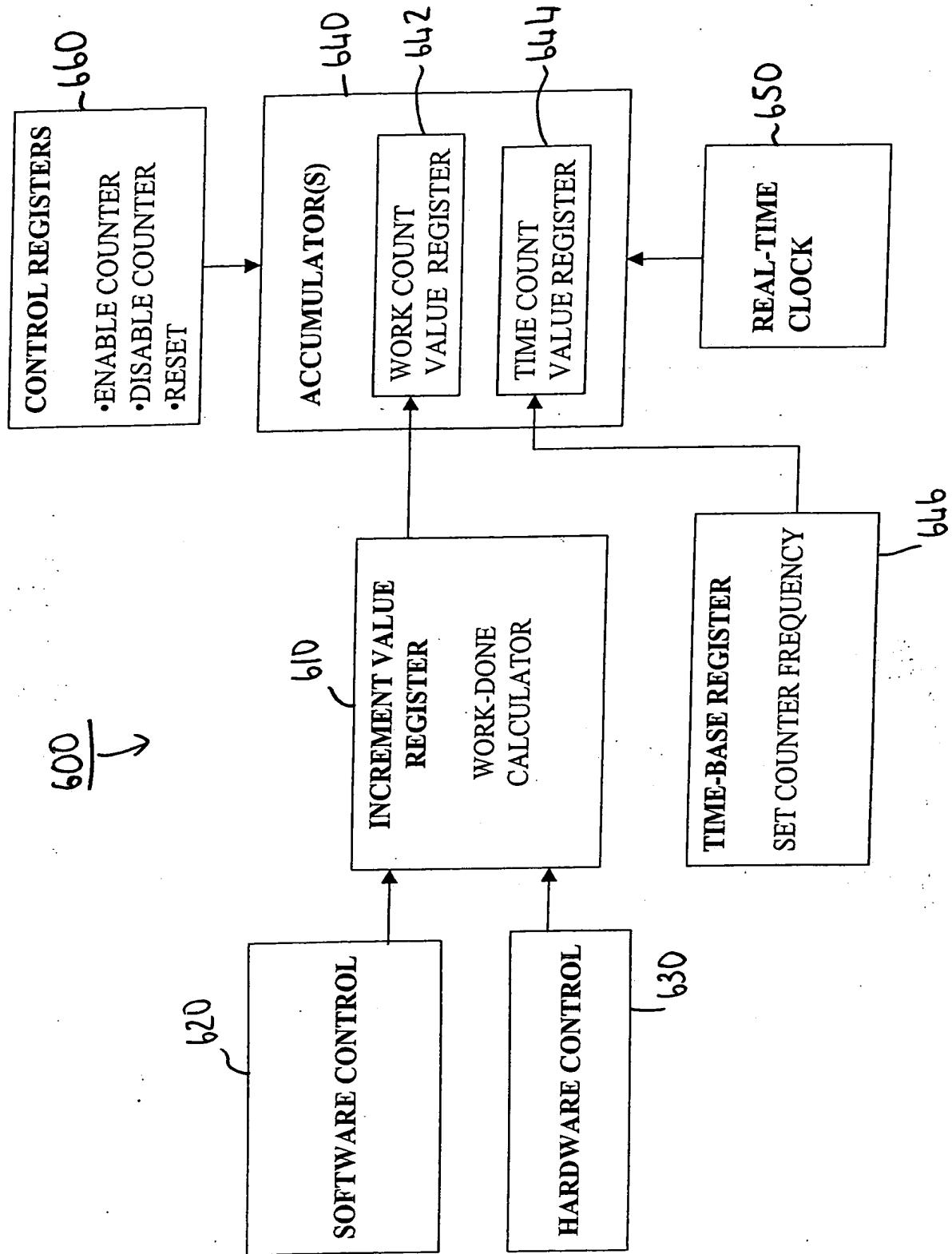


FIGURE 6

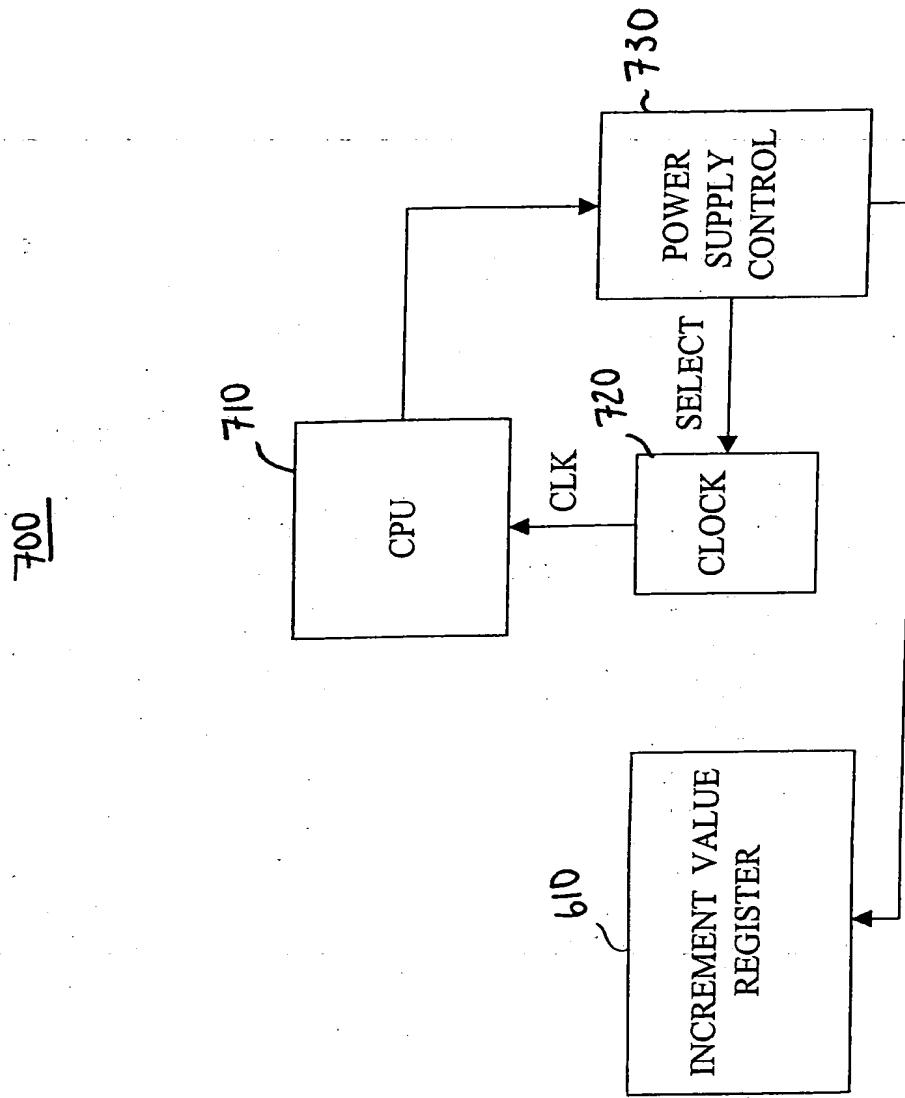


FIGURE 7

		Execution statistics			MPEG decode	
		Length (s)	Idle	Sleep	Ahead (s)	Exactly on time
Danse De Cable	LongRun Present Technique	247.1	54%	23%	148.10	6
320x160 +audio			27%	4%	68.74	1012
Legendary	LongRun Present Technique	19.4	33%	13%	7.20	19
352x240 +audio			24%	7%	4.79	65
Red's Nightmare	LongRun Present Technique	49.1	48%	36%	26.31	5
320x240			32%	13%	16.53	74
Red's Nightmare	LongRun Present Technique	49.3	22%	15%	12.48	87
480x360			18%	11%	8.17	139
Roadkill Turtle	LongRun Present Technique	121.3	46%	19%	64.93	5
304x240 +audio			25%	4%	33.34	237
Sentinel	LongRun Present Technique	35.6	28%	10%	11.05	80
320x240 +audio			19%	5%	6.32	231
SpecialOps	LongRun Present Technique	60.8	30%	11%	19.01	129
320x240 +audio			20%	5%	12.67	305

FIGURE 8

LongRun						Present Technique						Mean performance reduction in ver LongRun
Fraction of time at each performance level (Mhz)			Mean perf level			Fraction of time at each performance level (Mhz)			Mean perf level			
	300	400	500	600		300	400	500	600			
Danse De Cable	6%	19%	33%	54%	89%	51%	48%	0%	0%	59%		34%
Legendary	0%	3%	17%	79%	96%	0%	8%	88%	4%	82%		15%
Red's	11%	35%	35%	19%	80%	95%	2%	0%	3%	52%		35%
Nightmare small												
Red's	0%	5%	21%	74%	95%	0%	0%	90%	10%	85%		11%
Nightmare big												
Roadkill Turtle	3%	10%	23%	64%	92%	1%	97%	1%	0%	66%		28%
Sentinel	0%	0%	14%	86%	97%	0%	0%	93%	7%	84%		13%
SpecialOps	1%	2%	14%	83%	96%	0%	2%	93%	4%	83%		14%

FIGURE 9

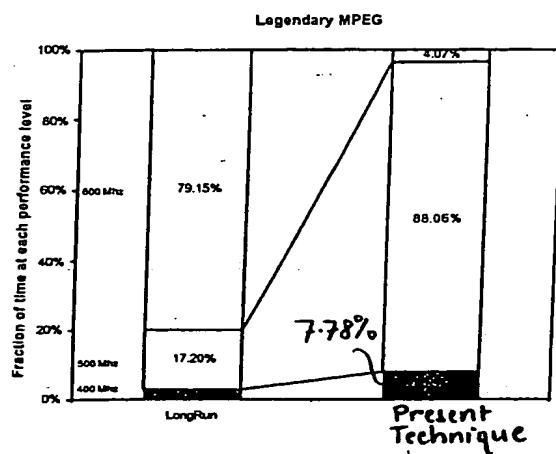


FIGURE 10A

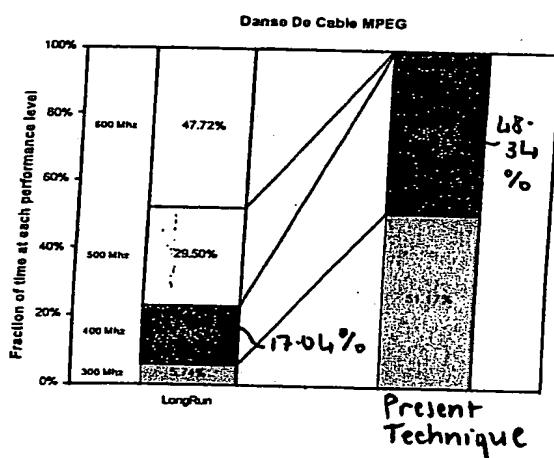


FIGURE 10B

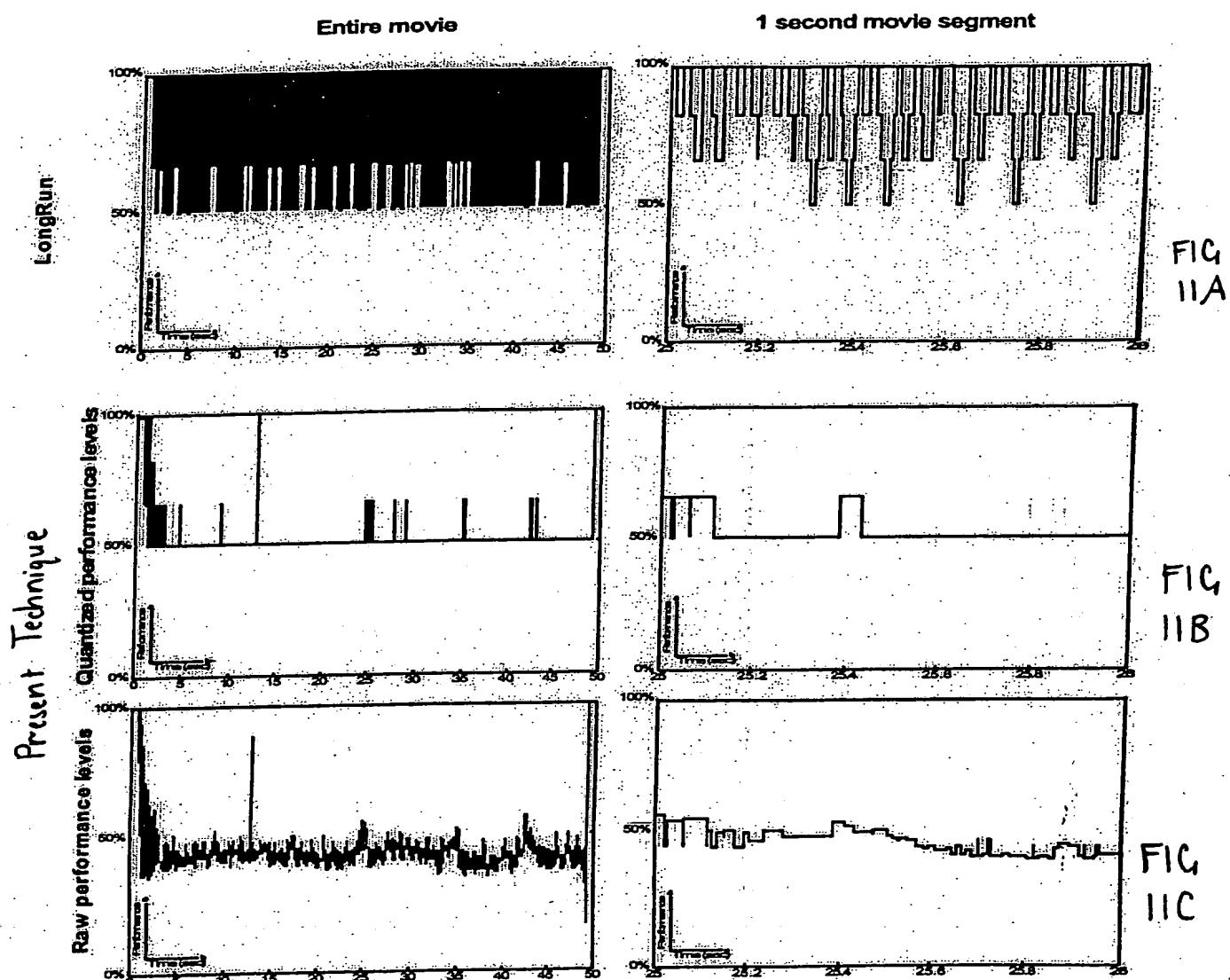


FIGURE 11

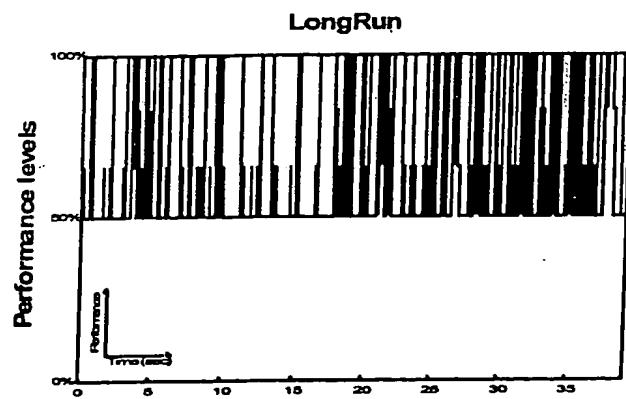
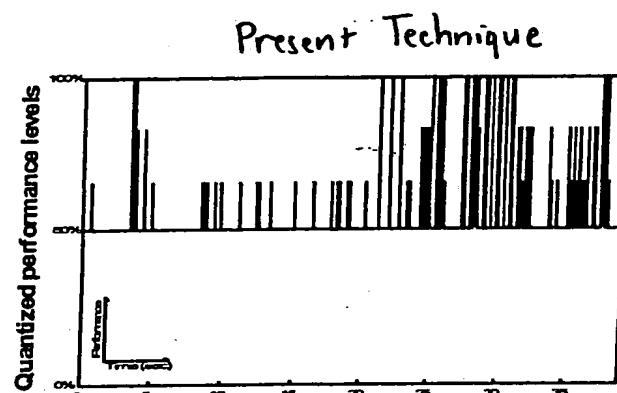
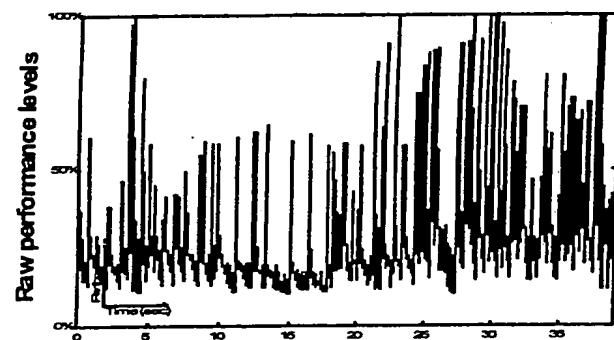


FIGURE 12A



~ FIGURE 12B



~ FIGURE 12C

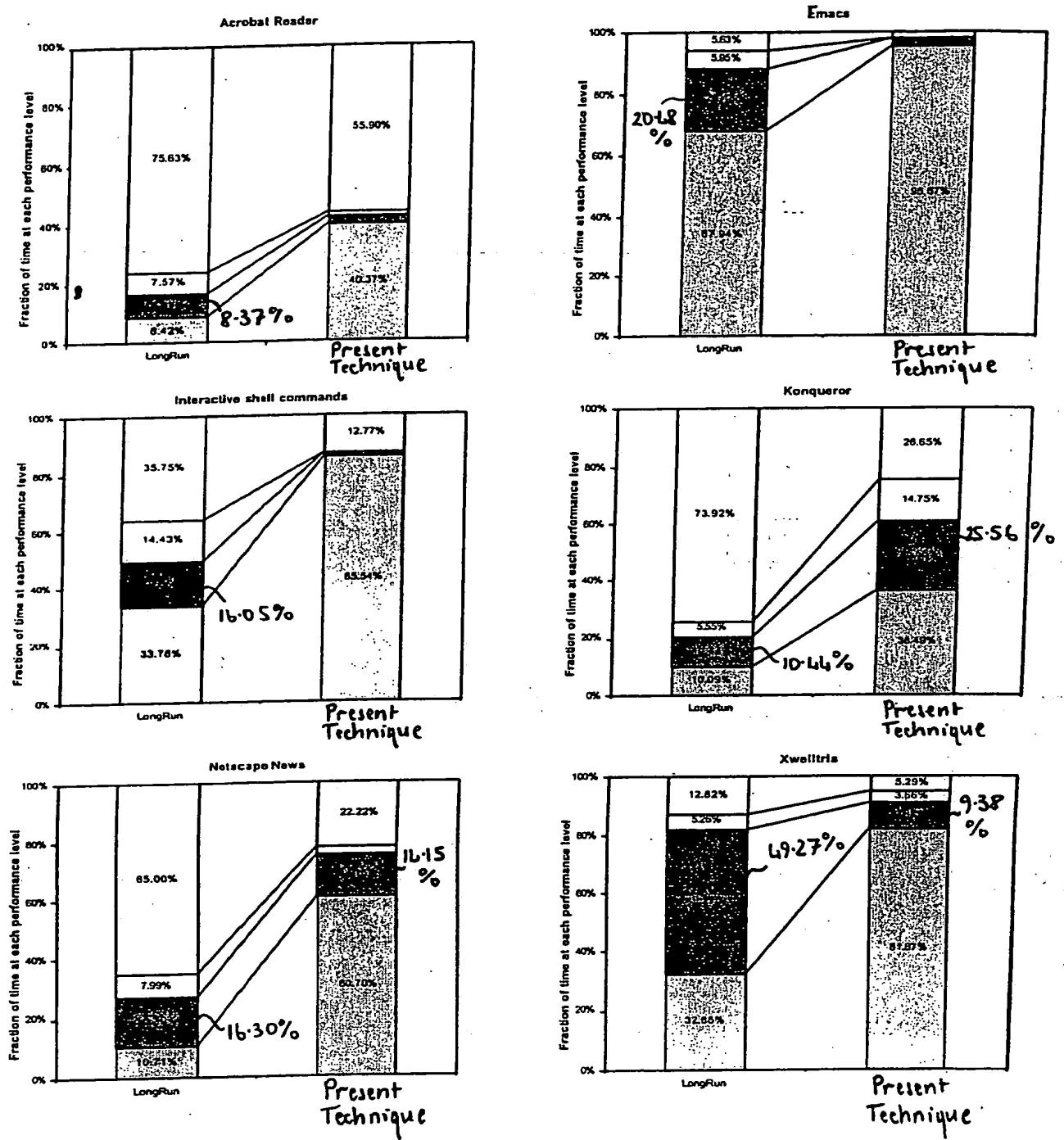


FIGURE 13